

## LISTING OF CLAIMS

1. (Currently Amended) A gaming apparatus to be played by a player, comprising:

a portable biometric smart card carried by the player storing biometric data for the player and also storing financial account information for the player; said biometric card carried by the player separate from the gaming apparatus;

a gaming terminal, configured for playing at least a first game;

a reader, coupled to the gaming terminal which receives said biometric data stored on said smart card;

a biometric measurement device for measuring biometric data of a user to provide measured biometric data; and

a comparator for comparing said measured biometric data to the biometric data stored on said smart card and if there is a match, outputting an authorization allowing the player to access his or her account and/or use a cash balance on the smart card to play the gaming apparatus.

2. (Previously Presented) Apparatus as claimed in Claim 1, wherein:  
said smart card has a thickness of less than about 0.05 inch.

3. (Previously Presented) Apparatus as claimed in Claim 2, wherein:  
said smart card includes a microprocessor.

4. (Cancelled)

5. (Previously Presented) Apparatus as claimed in Claim 2, wherein:  
said smart card further stores a current account balance for an account established for said first user.

6. (Previously Presented) Apparatus as claimed in Claim 1, wherein:

said biometric measurement device is selected from among:

- a thumb print scanner;
- a fingerprint scanner;
- a retina scanner;
- an iris scanner;
- an ear scanner;
- a voice data sensor;
- a facial scanner; or
- an infrared scanner.

7. (Cancelled)

8. (Currently Amended) A gaming method for a gaming apparatus to be played by a player comprising:

storing first biometric data for a player in a portable biometric smart card carried by the player, which smart card is carried by the player separate from the gaming apparatus, storing financial account information for the player in said smart card, and also storing personal preference data for said player in said smart card;

providing a gaming terminal;

coupling a reader to said gaming terminal, configured for playing at least a first game, wherein said reader receives said first biometric data stored on said smart card; measuring biometric data of said player to provide measured biometric data; and comparing said measured biometric data to said biometric data stored on said smart card; and if there is a match, outputting an authorization allowing the player to

access his or her account and/or use a cash balance on the smart card to play the gaming device.

9. (Previously Presented) A method as claimed in Claim 8, wherein:  
said step of storing includes storing in a smart card having a thickness less than about 0.05 inches.

10. (Previously Presented) A method as claimed in Claim 9, wherein:  
said card includes a microprocessor.

11. (Cancelled)

12. (Previously Presented) A method as claimed in Claim 8, further comprising:

storing, on said portable biometric smart card, a current account balance for an account established for said first user.

13. (Original) A method as claimed in Claim 8, wherein:  
said step of measuring includes a step selected from among:  
scanning a thumb print;  
scanning a fingerprint;  
scanning a retina;  
scanning an iris;  
scanning an ear;  
sensing voice data; or  
scanning a face.

14-23. (Cancelled)

24. (Currently Amended) A gaming method for a gaming apparatus to be played by a player, comprising:

storing first biometric data for a player in a portable biometric smart card carried by the player, which smart card is carried by the player separate from the gaming apparatus wherein said smart card also stores personal preference data for said player;

providing a gaming terminal;

coupling a reader to said gaming terminal, configured for playing at least a first game, and reading said biometric data stored on said card;

measuring biometric data of a player to provide measured biometric data;

comparing said measured biometric data to said biometric data stored on said smart card, and if there is a match, outputting an authorization allowing the player to access his or her account and/or use an account balance on the smart card to play the gaming apparatus;

reading from the same smart card a current account balance for an account established for said player; and

debiting an amount from said current account balance on said smart card as a fee for playing said game, and establishing a new current account balance on said smart card.

25. (Previously Presented) The method of claim 24 in which said card has a thickness of less than about one quarter inch.

26. (Previously Presented) The method as claimed in claim 24 wherein:

said step of measuring includes a step selected from among:

scanning a thumb print;

scanning a fingerprint;  
scanning a retina;  
scanning an iris;  
scanning an ear;  
sensing voice data; or  
scanning a face.

27. (Previously Presented) Apparatus as claimed in claim 5 in which the player's winnings from play of said gaming apparatus are credited to a current account balance.

28. (Previously Presented) The gaming method of claim 8 in which the player's winnings from said gaming method are credited to a current account balance of said smart card.

29. (Previously Presented) Apparatus as claimed in claim 1 in which said smart card includes a microprocessor and in which said smart card further stores a current account balance for an account established by said first user, in which the user's winnings from play of said gaming apparatus are credited to said current account balance.

30. (Cancelled)